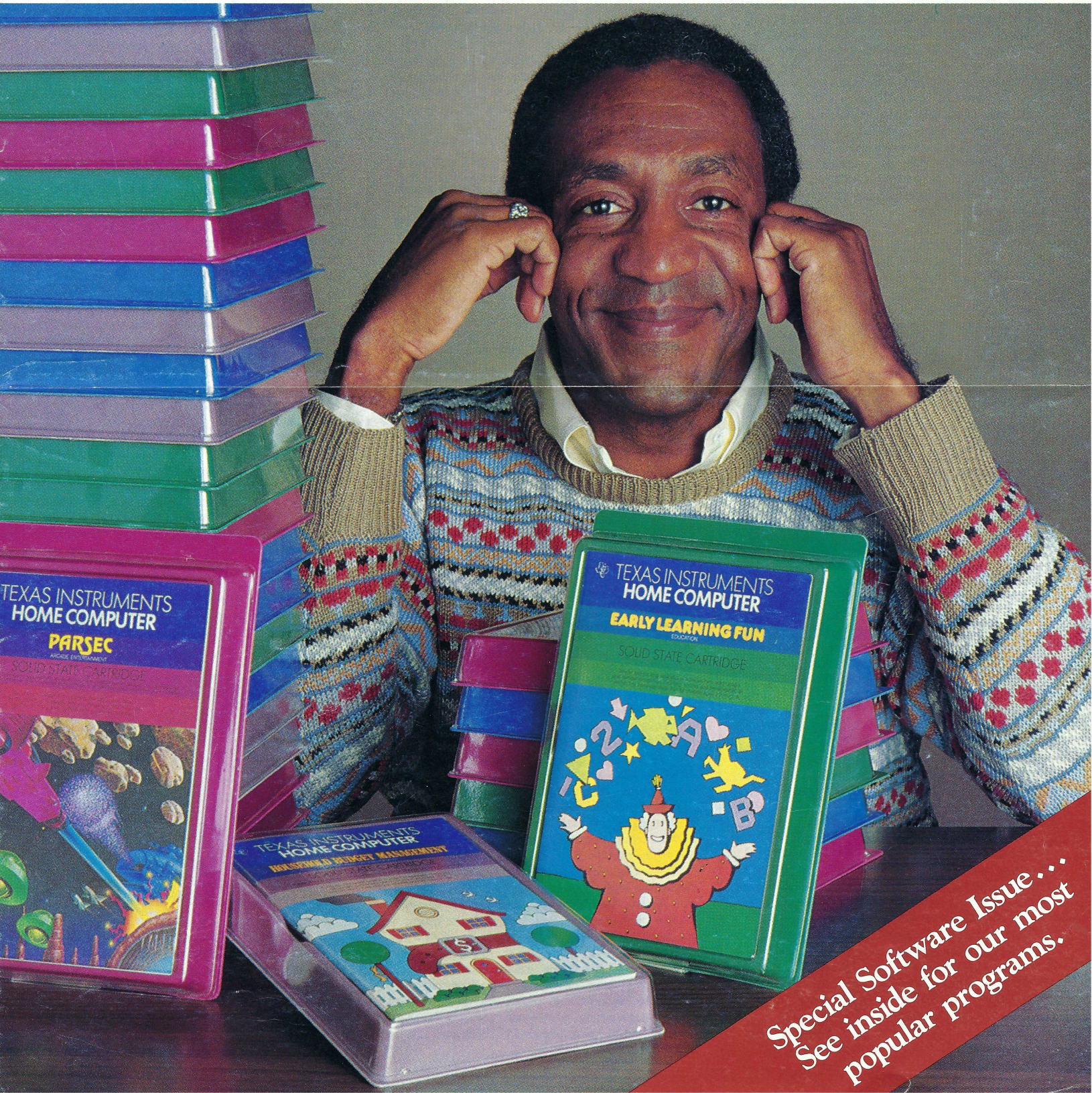
SEPTEMBER 1983

Texas Instruments Home Computer Newsletter

Published for TI-99/4A Users



Entertaining Math Programs Available Now.

The long lazy days of summer will be gone before long and soon it will be time again to turn your thoughts to back-to-school preparation. You can help your children start the school year right by purchasing several of TI's educational software programs for your Home Computer.

Now is the time to help your young students prepare for their year ahead with motivating and challenging software specially designed to help them advance to the head of their class.

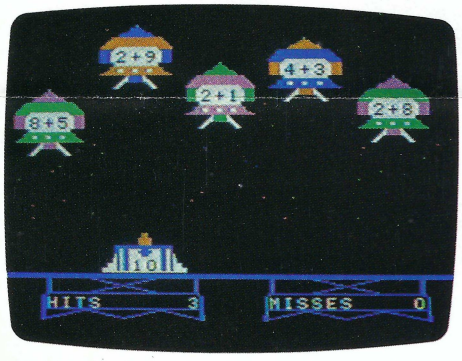
If you've found that your son or daughter cringes at the thought of another year of math, introduce him or her to the arcade-style math practice cartridges from the Developmental Learning Materials (DLM) Arcademics™* series.

These cartridges help make a math whiz out of any student. Best of all, the cartridges are designed to do so with pleasure. Students need only plug a cartridge into the computer to see how much fun learning really can be.

Students of all ages can improve their skills in addition, subtraction, multiplication, and division by utilizing these arcade-style math practice programs. DLM math cartridges are designed to provide continual opportunities to improve skills.

The DLM math series consists of the following six exciting cartridges:

Alien Addition—Waves of alien invaders challenge a missile base far from Earth. The aliens can only be stopped by firing a mobile laser cannon which "equalizes" the enemy by firing correct answers to correspond to the addition problems on the invading alien spacecraft. Your quick reflexes and rapid addition skills are all that stand between the defenders of the missile base and the enemy invaders. "HITS" and "MISSES" are recorded at the bottom of the screen.

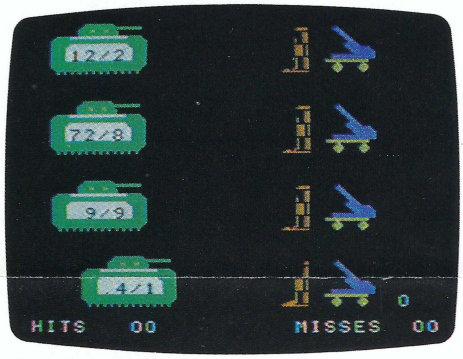


Alien Addition

Meteor Multiplication—A violent "meteor shower" threatens a star station. The inhabitants of the star station defend themselves against each of the meteors which bear multiplication problems by firing a cannon loaded with the correct answer. The defenders need your help—both your quick action and your multiplication skills—to survive this dangerous threat from space. "HITS" and "MISSES" are recorded at the bottom of the galaxy.

Minus Mission—A robot fights valiantly to defend its territory from the "creeping slime" above it. Blobs of slime carrying subtraction problems drop down upon the robot who can only destroy the blob if you provide it with the correct answer. You must help the robot fight back against this vile enemy. "HITS" and "MISSES" are recorded in the "creeping slime" at the top of the screen.

Demolition Division—Four tanks, each carrying a division problem, advance menacingly toward the four barricades which defend each of your cannons. Your only ammunition against these enemies is the correct answer to the division problem which each tank carries. Quickly, move the answer next to the cannon which faces the foremost enemy. Fire. Now, move to the next cannon and fire once again with the correct-answer ammunition necessary to save it too. Fast action and rapid division may yet keep back the enemy. "HITS" and "MISSES" are recorded at the bottom of the screen.



Demolition Division

Alligator Mix—Friendly, but finicky alligators lurk in this colorful swamp. They are hungry and they must be fed—but they only eat apples which bear the correct answers to the addition or subtraction problems which appear on their stomachs. You open the mouth of the alligator when an apple with the correct answer appears and close it rapidly when the answer and problem do not match. But beware. Feeding one alligator successfully lures other alligators to rise from the swamp ready for their own sets of apple problems. "HITS" and "MISSES" are recorded in the swamp.

Dragon Mix—The vigilant dragon stands guard, but the enemies of the city are everywhere. The fire-breathing dragon can defend the city only when you rapidly match the correct answers to the multiplication and division problems which the invaders carry. With your skill in multiplication and division and the dragon's power, you can succeed. You fire. Victory! But if you are wrong, the enemy advances to bomb the city. "HITS" and "MISSES" are recorded at the bottom of the screen on the road leading to the city.

These DLM cartridges are based on the 0 to 9 tables for addition, subtraction, multiplication, and division. Each of the cartridges contains nine increasingly difficult practice levels from which to choose. The DLM math practice cartridges are available for a suggested retail price of $39.95 each. Joysticks are optional.

Two new DLM language arts educational programs incorporating the arcade skill-building style of the DLM math cartridges are scheduled for release in mid-fall. They are Word Invasion and Word Radar.

Create and Communicate with TI LOGO II.

Coming September

Remember the surge of excitement you felt when your home room teacher broke out the crayons and let the drawing paper run free?

A thousand or more ideas filled your head as you planned the specifics of your soon-to-be-transformed ordinary piece of paper.

Today, the same capacity for inspiring wonder and delight is available with the TI Home Computer.

By utilizing a special high-level, child-appropriate programming language called LOGO, the natural ability of children to explore and create on a new medium is unleashed.

LOGO was originally developed in the Artificial Intelligence Laboratory at the Massachusetts Institute of Technology (MIT).

As the result of a cooperative effort between MIT and Texas Instruments, the wonder of this computer language was adapted for use with the TI Home Computer, and TI LOGO was born.

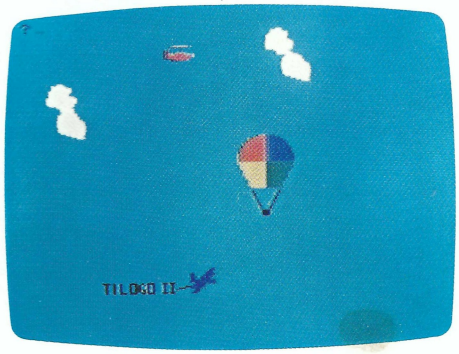
The success of TI LOGO has led to the development of a new enhanced version, TI LOGO II. This new package offers users a number of new features not available in the original package from TI.

LOGO II incorporates all of the features of TI LOGO, plus the enhancements of music, enlarged sprites, and additional commands. The new LOGO II has been designed to double the user memory of the original production release. In addition, unlike LOGO I, LOGO II can operate with any RS-232 compatible printer.

The new LOGO II has music capabilities of up to three simultaneous tones which can be played across a five-octave range. Music also can be played in rounds.

This package has all the features, keywords, and commands that are present in the original production release. Any TI LOGO procedures produced on the original version will work with the new package.

With TI LOGO II, students use the computer to design and draw shapes and figures. At the same time children learn programming, math, and logic fundamentals. These fundamentals are learned by programming the computer in logical sequences and by using elements of direction, degree, and speed.



Children teach the computer how to create shapes and designs using three graphic systems: the Turtle, Sprites, and Tiles.

In the Turtle mode, children use a triangular shape called the Turtle to draw geometric figures and designs and to experiment with lines and proportions.

In the Sprite mode, children are free to create

Coming Soon!

Announcing our two new DLM language arts educational programs available in December . . .

Word Invasion*—players help a friendly octopus identify words representing six major parts of speech including nouns, pronouns, verbs, adjectives, adverbs, and prepositions.

The program is designed to help players develop recognition of the basic parts of speech. The recognition is achieved by drilling the user in each of the six major parts of speech while challenging the player to defend an octopus against the invading and multiplying legion of words.

Word Invasion

Word Radar*—helps users develop visual memory and discrimination skills by challenging a player to match frequently-used reading vocabulary words. Words are quickly flashed on a radar screen and then blanked out by white rectangles indicating their position. Players, acting as control tower operators, must quickly scan words and identify their location before the radar beam completes its circle.

Both programs offer users increasing levels of difficulty. Word Invasion and Word Radar are for players of all ages. The programs are especially beneficial for students in primary grades and for students who have limited reading vocabularies. Each cartridge is available at a suggested retail price of $39.95.

*A trademark of the Developmental Learning Materials Corporation. (Available 4th quarter 1983)

their own animated shapes which move about the screen in any desired combination of speed, direction, heading, or color. Or, a user can choose any of five built-in computer shapes—a plane, truck, rocket, ball, or box—for use in a program.

Using tiles, children can place user-defined graphic characters in 16 colors on the screen. This capability can be used in conjunction with Sprites.

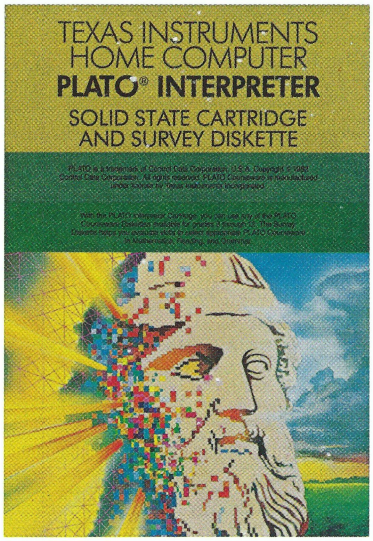
The LOGO II package includes a cartridge, user's manual, and sampler cassette and diskette containing pre-programmed and interactive demonstrations of turtle graphics and sprite procedures. The suggested retail price of TI LOGO II is $99.95.

To use LOGO II you need a Memory Expansion Card used in conjunction with the Peripheral Expansion System. A storage system, either a Disk Memory System or a TI Program Recorder, is recommended for storing procedures.

An RS232 Interface Card and a compatible printer are required for printing procedures. Graphics cannot be printed from TI LOGO or TI LOGO II.

PLATO®* Courseware Puts Twist into Traditional Studies.

Coming September



PLATO educational courseware was developed with genius that would have made even the immortal Greek philosopher, Plato, smile.

This unique, computer-assisted learning system was developed at the University of Illinois in the early 60s with funding from the State of Illinois and the National Science Foundation.

In 1962, William C. Norris, founder of Control Data Corporation (CDC) of Minneapolis, took an interest in the idea behind the PLATO system. And as a result, the company committed itself to the development of the system, and it pioneered the use of computer-assisted learning. The PLATO system has since been a proven learning tool in school systems, universities, businesses, industries, and governments worldwide for more than 20 years. Students of all ages have found the PLATO system to be an exceptional learning tool.

Through an exclusive agreement between Texas Instruments and Control Data, PLATO educational courseware in the areas of Basic and High School Skills will be available for use with the TI Home Computer.

The PLATO courseware designed for the TI Home Computer utilizes a particularly effective learning strategy which combines the use of tutorials and drills.

In a tutorial, the student is guided step-by-step through all the new information. The drills then allow students to evaluate the level of proficiency they gained from earlier tutorial work.

An entire integrated set of over 450 programs in 44 subjects for grades 3 through 12 will provide users with a comprehensive educational library.

PLATO Basic Skills courseware will be available for students in grades 3 to 8. The curriculum consists of mathematics, reading, and grammar. Users may choose from 64 courses.

Courseware also is available for students at the high school level. The PLATO High School Skills curriculum consists of math, reading, writing, science, and social studies. A total of 44 courses will be available in the High School Skills series. (PLATO high school mathematics will be available this summer, see related story).

Every PLATO program requires the use of the PLATO Interpreter cartridge. The Interpreter cartridge is packaged with survey diskettes designed to evaluate a student's basic skills, strengths and weaknesses in an objective way.

A Parent's Questionnaire is enclosed with every Interpreter cartridge. Parents with elementary age children can use the questionnaire to evaluate a child's skill level using a subjective means. The Interpreter cartridge has a suggested retail price of $49.95.

To operate PLATO courseware, users need a console and monitor (or television and adapter), the PLATO Interpreter cartridge, a Peripheral Expansion System, a Disk Memory System, and a Memory Expansion Card.

PLATO®* High School Math Series.

The PLATO®* Courseware High School Skills Mathematics series will be available in September.

The eight packages have a suggested retail price of $49.95 each.

Basic Number Ideas 1—Includes three programs that introduce sets, set operations, and odd, even, prime, and composite numbers.

Basic Number Ideas 2—Four programs introduce basic concepts in using exponents and square roots . . . and help develop skills in adding, subtracting, multiplying, and dividing integers.

Basic Number Ideas 1 and 2 are designed to give students a solid mathematics foundation for more advanced work at higher levels.

Math Sentences in One Variable 1—Includes three lessons to introduce mathematical expressions with one variable and help students develop skills in simplifying one variable math expressions into monomial and binomial forms.

Math Sentences in One Variable 2—Three programs introduce methods of solving linear equations, linear inequalities, and quadratic equations with one variable.

Math Sentences in Two Variables—Included are three programs that introduce the concept of coordinate planes and methods for solving both linear equations and system equations.

Geometry—Four programs that introduce the manner in which the relationships among components of angles, circles, and triangles can be used as tools of measurement.

Measurement—This package includes four programs that introduce the metric system of measurement and the formulas for solving measurement problems in area and volume.

Special Topics—Four programs introduce the concepts of percentages, averages, and probability.

To operate PLATO Courseware, you will need the PLATO Interpreter cartridge, a Peripheral Expansion System, a Disk Memory System, and a Memory Expansion Card.

*PLATO is a registered trademark of the Control Data Corporation.

Selection Guide for TI Educational Software

Texas Instruments offers the most extensive series of educational software selection available in the Home Computer market.

Programs for all ages, even preschoolers. Programs that make learning fun. Programs developed in cooperation with some of the most respected names in education: Scott, Foresman. Addison-Wesley. Scholastic, Inc. Subjects include reading, spelling, math, science and more.

To help make your selection easier, we've designed this chart which categorizes our current educational software selections according to recommended user age and subject.

All programs are available in cartridge unless otherwise noted.

*These programs are available on diskette and cassette.

AGE	SUBJECT	PROGRAM	
Preschool (2-5 years)	Early Learning	Early Learning Fun	Early Logo Learning Fun
Early Elementary (5-7 Years)	Reading	Early Reading	Reading Fun
	Spelling	Hangman	Speak & Spell (Disk)
	Math	Number Magic Addition/Subtraction I Addition/Subtraction II	Numeration I Speak & Math*
	Art	Video Graphs	
Middle Elementary (8-9 Years)	Reading	Beginning Grammar Reading On	Reading Roundup
	Spelling	Scholastic Spelling Levels 3 & 4	
	Math	Multiplication I Meteor Multiplication Division I	Alligator Mix Minus Mission Alien Addition
Late Elementary (10-12 Years)	Reading	Reading Flight	Reading Rally
	Spelling	Scholastic Spelling Levels 5 & 6	
	Math	Demolition Division Dragon Mix	Numeration II
	Music	Music Maker Music Skills Trainer*	Computer Music Box (Disk)
Early Elementary to Junior High (5-14 Years)	Math	Addison-Wesley: Computer Math Games II Computer Math Games VI	
		Milliken Math Series: Addition, Subtraction, Multiplication, Division, Integers, Fractions,	Decimals, Percents, Laws of Arithmetic, Equations, Measurement Formulas, Numeration
	Computer Programming	LOGO II	
Junior High to Adult	Logic	Video Chess	
	Typing	Touch Typing Tutor	
	Physical Fitness	Physical Fitness	Weight Control & Nutrition
	Business	Market Simulation*	Statistics
	Computer Programming	Teach Yourself BASIC* Beginner's BASIC Tutor*	Teach Yourself Extended BASIC*

New Users Groups.

The list of new TI recognized computer users groups continues to grow. There are currently more than 150 groups.

Listed below are 15 newcomers.

Hoosier Users Group
P.O. Box 34334
Indianapolis, IN 46234

Willamette Valley 99/4A UG
740 S.E. Park Avenue
Corvallis, OR 97333

Artic K-Byters
Rt 1 Box 69
Van Buren, AR 72956

Anderson 99er Users Group
Rt 2 Box 374A
Pendleton, IN 46046

Meadville Area Computer UG
RD #1 Box 274
Meadville, PA 16335

Big Sky 99ers Computer UG
P.O. Box 1044
Great Falls, MT 59403

99/4A Owner Users Group
8602 Dorr Road
Wonder Lake, IL 60097

Home Computer Club
41599 Simcoe
Canton Township, MI 48188

North East Tarrant (NET) 99er HC UG
P.O. Box 534
Hurst, TX 76053

Club 99
34 Forrest Street
Attleboro, MA 02703

Grand Rapids 99 Users Group
Box 1649
Grand Rapids, MI 49501

Winnepeg Users Group
14 Stillwell Street
Winnepeg, Manitoba
Canada R2Y 0M7

Gebruikers Club Vlaanderen
Broekestraat 63,
B-9670 Horebeke
Belgium

R.G.&E. 99ers
71 Finnegan Way
Henrietta, NY 14620

The Forsyth 99er Computer UG
4801 Selwyn Drive
Winston-Salem, NC 27104

Tips for Using Variables.

The use of variable names at times can be confusing to novice programmers. To help simplify choosing variables, Jim Peterson, a member of the Central Ohio Ninety-Niners Inc. Users Group (CONNI) shares the following insights:

1) Variables are names or symbols which represent a number. A variable takes the place of a number in a program.

2) String variables are names or symbols which represent a word, a group of letters, a single letter, a numeral, or a group of numerals not being used as a number.

3)A variable can be up to 15 characters long.

4)A string variable name must always end with a dollar symbol ($). The name cannot contain a space (character 32), or any reserved word. (Reserved words are those used in BASIC which are reserved for statements or commands, such as LIST or RUN).

Some programmers like to use complete words, such as PRINCIPLE*RATE=INTEREST, for example. There is a disadvantage to this practice: it uses a lot of memory, making a program slow to load and slow to run.

Other programmers like to use abbreviated words. This saves memory and time. However, it can result in programming problems. For example, abbreviating PRINCIPAL as PRN the first time and PRIN the second time can be a real problem.

Still others prefer single letters, or two letter variables, assigned arbitrarily. If this is your choice, be sure to keep a piece of scratch paper handy.

Some programmers start with A and work their way through the alphabet. Others start with X, Y, and Z, and then take off in all directions. The system you choose really makes little difference. However, with 23 other letters and hundreds of two-letter combinations available, you should be aware that using I and O, which can be confused with 1 and 0, is a sure way to develop programming problems.

Finally, one need not be consistent in the use of variable names. However, it is a good practice to avoid confusion by systematically using certain letters for standard purposes, C for Column, R for Row, K for key, for example.

Utilizing Mini-Memory Capabilities.

Two new low-cost cassette-based programs using the mini-memory cartridge will be available in October . . .

TI-Miniwriter, a new low-cost word processing system for the TI-99/4A, offers users full screen text editing, a 24 × 40 character window on an 80 scrolling character display, upper and lower case characters, movable copy, and add and delete functions for characters or lines. Up to 9500 characters may be stored per file.

The TI Mini-Memory cartridge and a TI program recorder are the only requirements necessary to bring word processing capabilities like these to your Home Computer. An RS232 Interface and printer are required to obtain printed copies of documents.

Other features of the new TI-Miniwriter are a search function; up, down, left, or right scrolling; text buffer purging, and cancel commands. TI-Miniwriter will be available at a suggested retail price of $19.95. The TI-Miniwriter program cassette was developed for Texas Instruments by Model Masters, Inc.

Another new TI-99/4A cassette-based program which utilizes the TI Mini-Memory cartridge is Entrapment. Entrapment is a game of skill and speed where players are in command of a spaceship that patrols the Earth's atmosphere. Players must defend the Earth against an invading legion of hostile larvae entering the atmosphere.

Entrapment requires a TI Mini-Memory cartridge and TI Program Recorder. Joysticks are recommended. This program will be available at a suggested retail price of $19.95. Entrapment is manufactured by TI under license from American Software Design and Distribution Company.

For the computer enthusiast looking for a versatile and economical way to customize his or her basic Home Computer system, the TI Mini-Memory cartridge offers unique expansion capabilities.

This expansion cartridge increases the memory capacity of your Home Computer by adding a total of 14K bytes of memory to your system. This includes 4K RAM (Random Access Memory), 6K GROM (Graphics Read Only Memory), and 4K ROM (Read Only Memory).

The Mini-Memory's built-in battery enables a user to store a 4K BASIC program or data file in the cartridge even after the cartridge has been removed from the console. (4K memory will accommodate approximtely 250 lines of BASIC).

With the use of a cassette-based Line-By-Line Symbolic Assembler, a user can develop Assembly Language programs to add new instructions to the computer's BASIC Language which are not already available. (The Line-By-Line Assembler is packaged with the Mini-Memory cartridge). The Assembler cassette loads directly into the Mini-Memory cartridge from a cassette recorder. This cassette enables users to write assembly language programs which can then be saved on additional cassette tapes.

Users can link BASIC programs to Assembly Language subprograms by utilizing the TI BASIC subprograms and utility routines available in the Mini-Memory cartridge. This allows a user to address the internal components of the Home Computer directly.

With access to the machine resources of the computer, a user can build a customized system using a minimum computer configuration of console, mini-memory, and monitor. With a TI Program Recorder, procedures can be saved for future use.

TI Mini-Memory is available at a suggested retail price of $99.95. The TI Program recorder is recommended for saving programs developed with the Mini-Memory cartridge. Mini-Memory also may be used with all other Home Computer peripherals.

New TI Hotline: 1-800-TI-CARES

Now, there's just one number to call for information about your TI Home Computer, TI software, TI Computer Advantage Club courses, service—and more.

1-800-TI-CARES

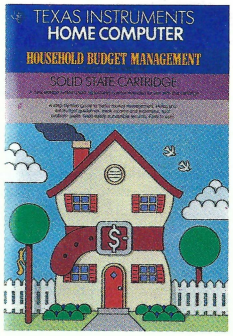
The TI-CARES Hotline is open from 8:00 a.m. to 6:15 p.m., Monday through Thursday, and from 8:00 a.m. to 3:15 p.m. on Friday. All hours are Central Daylight Time.

Some of Our Most Popular Programs...

Here's Our Current List in the Areas of Home Manageme

Household Budget Management

(Cassette or disk data storage system required)



Household Budget Management helps you manage your money better by systematically recording, analyzing and storing your personal financial history. You can set up a budget system to coordinate income and expenditures—month by month, category by category. As the year progresses, you can compare your actual income and expenses with the dollar figures you budgeted to see how well you're doing. You can identify your greatest expenditures, discover where you're right on budget, and spot problems.

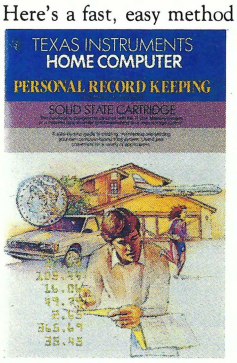
It's easy. With the computer acting as your guide, you can:

- design an individual or family budget plan.
- track income and expenses on a monthly and yearly basis.
- analyze spending habits and project current expense trends for the remaining year.
- record monthly income and expenses to establish a financial history.

Cartridge: PHM 3007 $39.95

Personal Record Keeping

Here's a fast, easy method of creating, maintaining and using your own customized files. Without programming experience or special training, you can use this cartridge to: organize and set up customized files, update and rearrange files, display selected lists of file data, analyze relationships between items, evaluate simple statistics.

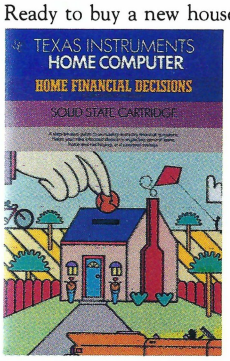


The program prompts you through the procedures. File contents can be stored on either cassette tape or disk. Consistent with TI's "series" software approach, the Personal Record Keeping cartridge and TI's Statistics cartridge are designed to be compatible. So you may apply the capabilities of one to data generated from the other.

Cartridge: PHM 3013 $49.95

Home Financial Decisions

Ready to buy a new house, but concerned about the amount of the payments? How much do you need to save per month for the next ten years to have $8000 set aside for college for your child? You're considering leasing a car— but what are the financial differences between leasing and buying? Home Financial Decisions can help you answer these questions—and many more.



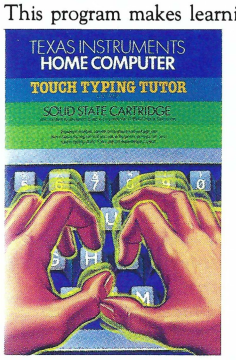
It lets you explore a wide variety of financial decisions in each of these categories: Loans, Residence, Car, Savings.

The Loans section has been designed to help you in evaluating payment and interest alternatives. The Residence section helps you determine everything from the size of a monthly house payment—to which house is a better financial buy—to the considerations involved in renting or buying your home. The Car section can help you evaluate a new car loan, the cost of your present car versus buying a new one, and the whole question of car leasing. The last section, Savings, lets you evaluate and schedule your savings plans. These are just a few of the options this cartridge provides.

Cartridge: PHM 3006 $29.95

Touch Typing Tutor

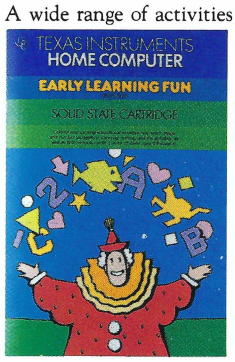
This program makes learning to touch type faster, easier and more enjoyable. The computer can analyze your typing skill and provide practice in areas needing more work. Computer analysis and timing of individual keystrokes help to accurately determine problem areas. This provides an efficient, productive path for both beginners and experienced typists to learn and review with speed and accuracy. There's even a game, coordinated with the lessons, that helps make practice more enjoyable and increases your typing speed.



Cartridge: PHM 3064 $39.95

Early Learning Fun

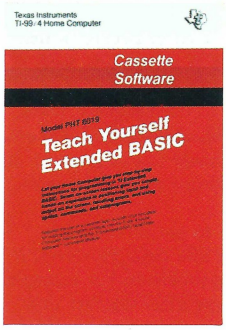
A wide range of activities that provide enjoyable, educational experiences for young learners, 3-6 years. The program enables the child to become familiar and comfortable with a computer, while learning new skills, increasing knowledge and building self confidence. There are four categories of activities: Numbers, Shapes, Sorting and the Alphabet, arranged according to difficulty, with the simplest exercises first. Number activities are designed to teach and reinforce basic number concepts; Shape activities introduce the important relational concepts of sameness and difference through recognition and matching; the Sorting activity combines counting and matching. The Alphabet activity continues the "reading readiness" exercises begun in the Shape activity, by associating a letter of the alphabet and a picture of the object. The absorption of knowledge and mastery of skills are exciting rewards so vital to a child's development.



Cartridge: PHM 3002 $29.95

Teach Yourself Extended BASIC

(Disk Controller and Drive or Cassette Tape Recorder required)



A computer-assisted instruction course designed to help you learn the Extended BASIC programming language. The TI Extended BASIC software cartridge guides you through the features, allowing you to experiment with them as soon as you learn about them. After you have completed the seven instructional programs in this interactive course, you will be able to write Extended BASIC programs for the TI Home Computer.

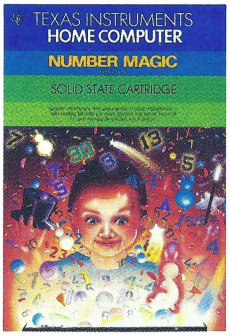
Cassette: PHT 6019 $19.95

If You Need Help in Finding These and Ot

nt, Education, Programming and Entertainment

Number Magic

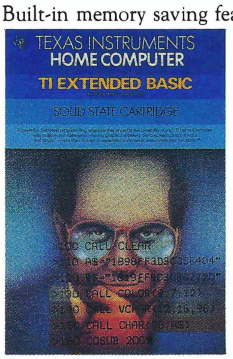
Number Magic can show your child that mathematics can be both fun and a rewarding experience. Learning activities provide valuable practice and exploration with numbers that is enriching and exciting. Working at the pace and level of difficulty that best matches individual capabilities, children can test and improve problem-solving skills—and gain a better understanding of the basic functions of addition, subtraction, multiplication and division. Correct answers are rewarded with good scores, colorful, animated screens and sound effects. Incorrect answers prompt an encouraging "try again" from the computer. For children six years and older.



Cartridge: PHM 3004 $19.95

TI Extended BASIC

Built-in memory saving features mean you don't have to have 32K RAM expansion to run it. Exciting, useful graphics provide you with the ability to create and control shapes, colors and motion. You'll find many helpful business, scientific and professional programming applications with many features that eliminate time-consuming recoding and debugging. The TI Extended BASIC cartridge includes a speech editor (you don't have to buy additional speech editor cartridges for speech capability). There's also the capability for calling and running Assembly Language programs (if your system has 32K RAM expansion). A 224-page reference manual provides comprehensive, easy to understand instructions.

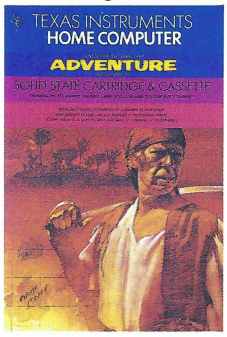


Cartridge: PHM 3026 $99.95

Note: As an introduction to Extended BASIC we recommend "Teach Yourself Extended BASIC", a cassette/diskette tutorial which will provide you with an excellent review of how to program with this powerful language.

Adventure*

Adventure games challenge your power of logical reasoning. You stand on a high cliff. To the left, a hungry python blocks your way. To the right, quicksand. Behind you, there's a fierce grizzly bear. Ahead, a rope hangs over the cliff, but disappears into a thick mist. Should you take your chances with the bear or python, or climb down the rope into the unknown. These are the kinds of decisions you make as you experience adventure after adventure. Pirate Adventure is included with the cartridge and you can purchase up to ten additional entertaining Adventure games ($29.95 each) including: Adventureland, Secret Mission, Voodoo Castle, The Count, Strange Odyssey, Mystery Fun House, Pyramid of Doom, Ghost Town, Savage Island I & II and Golden Voyage.



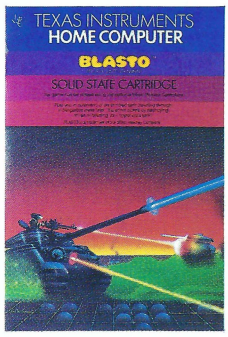
Cartridge and Adventure Disk: PH 3041D; Cartridge and Adventure Cassette: 3041T $39.95

*Developed by Scott Adams

Blasto™

(Wired Remote Controllers optional)

Developed by the Milton Bradley Company, Blasto puts you in command of an armored tank. You must maneuver it through a mine field, firing your cannon to destroy as many mines as possible—racing against the clock. You can play against a friend and try to hit the other tank—sending it back to its starting position—as well as destroying mines in the field. Two players can stage an armored duel in a field fraught with barriers. Be careful. If you get caught in a chain reaction of mine explosions you'll blast your own tank.



Cartridge: PHM 3032 $24.95

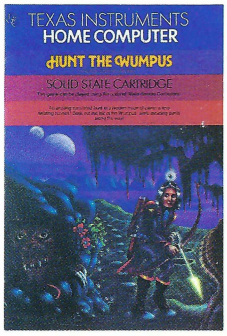
TM Trademark Milton Bradley Company

Hunt the Wumpus

(Wired Remote Controllers optional)

Hunt the Wumpus challenges your powers of deduction, memory and concentration.

Deep within a maze of caverns and twisting tunnels lives a creature known as the Wumpus. Protected by giant bats and pits of slime, the Wumpus feeds on unwary visitors.



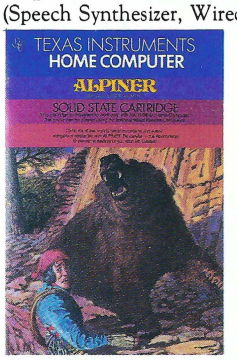
You are the daring hunter who tracks the Wumpus to its lair! Armed with a single arrow, you explore the maze of caverns, searching for clues to tell you where the Wumpus is hiding. Once you think you've found the Wumpus, you fire your arrow into its cavern. But be careful! If you choose the wrong cavern, you will be the next victim of the Wumpus.

Cartridge: PHM 3023 $24.95

Alpiner

(Speech Synthesizer, Wired Remote Controllers, optional)

Climb six of the world's highest mountains with Alpiner. You'll struggle against two enemies: perilous obstacles and relentless time. It takes a watchful eye and skillful hand to avoid the unpredictable rockslides, avalanches and ice falls. (Here a voice can help by shouting a warning.) You'll also have to be wary of the wild animals of the mountains: skunks, snakes, rams, bears, mountain lions, bats and vultures. And, as you near the summit of Mt. Everest, you'll come face to face with the most feared creature of all—the Abominable Snowman—who will hurl giant boulders in a desperate attempt to dislodge you from your precarious perch. There are 18 levels of challenge. The game is designed for one or two players.



Cartridge: PHM 3056 $39.95

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